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CS 626

Program 4: Column Class

**Test Plan:**

1. Testing Constructor with parameter 4, print function, operator <<:

Instantiate column 4 and print. Correct: 4 Available 7 empty squares

1. Testing startTower(Player\*), print:

Player ‘Orange’ to first square Correct: 4, Available, T in 1st square

1. Testing move( ), print:

Advances to second square Correct: 4, Available, T in 2nd square

1. Testing stop( ), print:

Stop at second square Correct: 4, Available, O in 2nd square

1. Advance to last square, print Correct: 4, Pending, T in last square
2. Error: try to move on last square Correct: Print Error “Illegal Move”
3. Stop at last square to capture column Correct: 4, Captured, O in last square
4. Error: try to startTower on captured column Correct: Print Error “Illegal Move”
5. Testing constructor with parameter 2, bust( ), print

Instantiate column 2, advance tower to last square but bust